

Santiago Morales

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Technical Skills

Programming Languages: C++, C#, Java, JavaScript, HTML, CSS

Tools: Unity Game Engine, Adobe Photoshop, Adobe Illustrator, Blender

Experience

SantiagoSites | *Freelance Web Developer*

Jul 2021 – Present

- Developed and deployed responsive static websites using Wordpress.
- Created logos and other illustrations using Adobe Photoshop, Illustrator and Lightroom.

Solder Spark Studio | *Gameplay Programmer*

Aug 2021 – Jan 2022

- Implemented a persistent data storage using Unity's built-in JSON and PlayerPrefs
 - Developed user interfaces for gameplay, store, and settings using Unity.
 - Created scripts for gameplay logic such as player and enemy movement, animation, spawners, data storage, audio, mobile touch controls and game states using C#.
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Projects

Devoiler Noir | *Lead Gameplay Programmer, Unity3D | 3D Narrative Puzzle | Team of 5*

March 2021

- Lead a small team of artists, audio engineers and programmers to develop a short narrative-focused puzzle game using C# and Unity Game Engine 2021
- Utilized cinemachine framework to create fixed dynamic camera angles.
- Created gameplay logic for point-and-click movement, animation, audio, and game states.
- Designed the levels around the core mechanic: light manipulation.

Boiling Shadows | *Lead Gameplay Programmer, Unity | 2D Puzzle | Team of 4*

March 2021

- Implemented gameplay logic such as player & enemy movement, sprite layering, level transitioning, health & mana, dialogue and credits.

Video Poker | *Gameplay Programmer, Unity3D | Casino Game | Solo Project*

May 2020

- Programmed video poker to reflect the Jacks or Better ruleset and 9/6 pay table.
- Generated & shuffled a deck of standard playing cards, displaying new cards every round.
- Cataloged player win rate and the correct payout for each hand.
- Created script managers for audio, user interface and game logic.

Patient Zero | *3D Modeler, Blender 2.79 | VR Educational | Team of 10+*

January 2020

- Developed multiple models for a research project aimed to educate first-year biology students using Blender 2.79, Unity and Git.
 - Designed UV maps using Blender 2.79 that are applied to models as textures.
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Education

Aug 2018 - June 2021

University of California, Irvine

B.S. Computer Game Science

- Outreach Officer of The Video Game Development Club (VGDC) at UC Irvine